

Listing Of Claims

1. (Currently Amended) A gaming machine system which includes

a system controller;

a plurality of gaming machines linked to the system controller, each gaming machine having a first display and a game controller arranged to control images of symbols displayed on the first display, the game controller being arranged to play a game wherein at least one random event is caused to be displayed on the first display and, if a predefined winning event occurs, the machine awards a prize; a second display; and a feature game where, during play of the feature, feature images associated with the feature game are displayed on the second display; and

a remote display to which each of the gaming machines is connected, the remote display being visible to a player playing any one of the gaming machines connected to the remote display, at least certain of the feature images having first image content occurring on the second display of a said gaming machine during the playing of the feature game on that gaming machine cooperating with at least certain different feature images having second image content displayed on the remote display to communicate an outcome of the feature game on the gaming machine, wherein there are a plurality of different outcomes possible from the feature game and feature images displayed on the remote display during play of the feature game represent that there are a plurality of possible outcomes of the feature game, and wherein the determination of a feature outcome for one of the gaming machines affects a subsequent determination of a feature outcome for another one of the gaming machines.

2. (Previously Presented) The system of claim 1 in which a predetermined trigger condition, triggered by one of the game controller and the system controller, occurring during playing of a base game on any one of the gaming machines causes the feature game to commence, the trigger condition being configured so that, when it occurs on any one of

the gaming machines, all active gaming machines enter the feature game, wherein the feature outcome for each of the gaming machines is dependent on both a selection made by a player during play of the feature game and any earlier determinations of a feature outcome on another one of the active gaming machines.

3. (Previously Presented) The system of claim 1 in which the feature game is an ongoing feature where, whenever a trigger condition, triggered by one of the game controller and the system controller, occurs on any one gaming machine to trigger the feature game, the feature game is played on that gaming machine, including the display of the feature images on the second display and the display of the at least certain different feature images on the remote display, any other gaming machines continuing with their respective games until the feature game is triggered on said any other gaming machines.

4. (Previously Presented) The system of claim 2 wherein when the feature game is initiated, an initial display on the first display of the gaming machine includes icons relating to the feature images on the second display of that gaming machine, the icons being selectable by the player to directly affect both the content of the feature images on the second display and the at least certain different feature images on the remote display.

5. (Previously Presented) The system of claim 1 in which each gaming machine includes a selector operable by a player of the feature game to enable the player to make at least one selection associated with the feature game, the selection affecting which one of the plurality of different outcomes occurs in the feature game, and wherein the same selections are available at each of the gaming machines when the feature game is played and wherein a prize associated with a said selection is awarded at the first gaming machine to provide the feature game and have the selector operated to select that selection.

6. (Previously Presented) The system of claim 5 in which the feature game involves playing for prizes associated with the remote display, wherein the selection directly affects which one of a plurality of possible prizes is awarded and wherein after prize has been won from a particular selection, the prize subsequently associated with that same selection is determined according to a random selection process.

7. (Previously Presented) The system of claim 6 in which representations of the prizes are arranged, at least initially, in a concealed condition on the remote display and wherein the selection by the player is a selection of a said prize that is in a concealed condition, the selection of that prize resulting in the prize being revealed and awarded.

8. (Previously Presented) The system of claim 7 in which prizes are associated with predetermined, hidden places on a representation of a location displayed on the remote display.

9. (Previously Presented) The system of claim 8 in which the images appearing at least on the first display of each participating gaming machine are synchronized with the images appearing on the remote display.

10. (Previously Presented) The system of claim 9 in which a representation of the location similar to that displayed on the remote display is displayed on the first display and the player, using the selector, selects a position on the representation of the location which the player believes will result in a prize-winning outcome of the feature game.

11. (Previously Presented) The system of claim 1 in which one of the game controller and the system controller causes a prize to be replaced whenever any prize is revealed during playing of the feature game.

12. (Previously Presented) The system of claim 11 in which the feature game comprises a fixed set of prizes.

13. (Previously Presented) The system of claim 12 in which the fixed set of prizes includes progressive jackpot prizes.

14. (Currently Amended) A gaming machine having a first display and a game controller arranged to control images of symbols displayed on the first display, the game controller being arranged to play a game wherein at least one random event is caused to be displayed on the first display and, if a predefined winning event occurs, the machine awards a prize, the gaming machine further including

a second display, arranged apart from the first display;

a remote display arranged remote from, but visible to a player of, the gaming machine; and

a feature game where, during play of the feature, feature images associated with the feature game are displayed on the second display, at least certain of the feature images having first image content occurring on at least one of the displays of at least one of the gaming machines during the playing of the feature game on the at least one gaming machine cooperating with at least certain different feature images having second image content displayed on the remote display to communicate an outcome of the feature game on the gaming machine, wherein the at least certain of the feature images occurring on the gaming machine during the playing of the feature game comprise a sequence of images and the at least certain different feature images displayed on the remote display comprise different representations of the same sequence of images.

15. (Previously Presented) The gaming machine of claim 14 which includes a selector operable by the player of the feature game to enable the player to make at least one selection associated with the feature game that directly affects the content of the sequence of images displayed on the second display and the at least certain different images displayed on the remote display.

16. (Previously Presented) The gaming machine of claim 15 in which the selector is a touch-screen facility of the first display.

17. (Previously Presented) The gaming machine of claim 14 which includes a cabinet in which the first display is mounted.

18. (Previously Presented) The gaming machine of claim 17 which includes a top box mounted on the cabinet, the second display being mounted in the top box.

19. (Previously Presented) The gaming machine of claim 14 in which the game comprises a base game preceding the feature game, the feature game following the occurrence of a trigger condition in the base game.

20. (Previously Presented) The gaming machine of claim 19 in which the base game preceding the feature game is a spinning reel game.

21. (Currently Amended) A method of operating a gaming machine system, the system comprising a plurality of gaming machines linked to a system controller and to a remote display, each gaming machine comprising a first display and a game controller arranged to control images of symbols displayed on the first display, a second display, arranged apart from the first display, a feature game where, during play of the feature, feature images associated with the feature game are displayed on the second display, the feature images being used to communicate an outcome associated with the feature game, the method comprising

causing the feature game to commence following the occurrence of a trigger condition occurring during the playing of a base game on at least one of the gaming machines of the system; and

causing feature images having first image content occurring on at least one of the displays of at least one of the gaming ~~gaming~~ machines during the playing of the feature game on the at least one gaming machine to cooperate with at least certain different feature images having first image content occurring on the remote display and using the feature images in determining a feature outcome on the at least one gaming machine participating in the feature game;

wherein there are a plurality of different outcomes possible from the feature game and feature images displayed on the remote display during play of the feature game represent that there are a plurality of possible outcomes of the feature game, and wherein the method includes identifying the determination of a feature outcome for one of the gaming machines and dependent on the identification changing a subsequent determination of a feature outcome for another one of the gaming machines.

22. (Previously Presented) The method of claim 21 which includes causing a predetermined trigger condition occurring during playing of a base game on any one of the gaming machines to commence the feature game.

23. (Previously Presented) The method of claim 22 which includes configuring the trigger condition so that, when it occurs on any one of the gaming machines, all active gaming machines enter the feature game.

24. (Previously Presented) The method of claim 22 or claim 23 which includes causing the system controller to control occurrence of the trigger condition.

25. (Previously Presented) The method of claim 24 in which the system controller randomly selects a number representative of a monetary amount falling in a fixed range between a lower value and an upper value of a progressive jackpot and when the progressive jackpot value is incremented to that value by one of the linked gaming machines, the feature game is initiated by the system controller and all gaming machines of the system being played at that time commence the feature game.

26. (Previously Presented) The method of claim 25 which includes setting other conditions with which a player must comply in order to be eligible to participate in the feature game.

27. (Previously Presented) The method of claim 21 in which the feature game is an ongoing feature where, whenever a trigger condition occurs on any one gaming machine to trigger the feature game, the feature game commences on that gaming machine, any other gaming machines continuing with the base game until the feature game is triggered on said any other gaming machines.

28. (Previously Presented) The method of claim 22 which includes displaying on the second display of each gaming machine a plurality of feature images and, when the trigger condition occurs in the base game and the feature game is initiated, displaying as an initial display on the first display of the gaming machine icons relating to the feature images on the second display of that gaming machine.

29. (Previously Presented) The method of claim 21 which includes playing for prizes associated with the remote display during the feature game.

30. (Previously Presented) The method of claim 29 which includes, at least initially, concealing representations of the prizes on the remote display.

31. (Previously Presented) The method of claim 30 which includes associating prizes with predetermined, hidden places on a representation of a location displayed on the remote display.

32. (Previously Presented) The method of claim 31 which includes displaying a representation of the location, similar to that displayed on the remote display, on the first display and prompting the player to select a position of the location which the player believes will result in a prize-winning outcome of the feature game.

33. (Previously Presented) The method of claim 21 which includes displaying a scene on the second display representative of the selected icon moving towards the location which is displayed on the remote display and on the first display of the gaming machine.

34. (Previously Presented) The method of claim 33 which includes displaying a representation of the selected icon arriving at the selected position at the location and revealing the representation of the prize.

35. (Previously Presented) The method of claim 34 which includes selecting the prize from a fixed set of prizes randomly distributed by one of the game controller and the system controller at the positions of the location.

36. (Previously Presented) The method of claim 35 which includes replacing a prize whenever any prize is revealed during playing of the feature game.

37. (Previously Presented) The method of claim 36 which includes, whenever any prize is revealed, replacing a prize of the same value as the revealed prize at the location but at a different position and, once again, hidden from view.

38. (Previously Presented) The method of claim 35 which includes, once a selection of a prize has been made, again randomly distributing all outcomes over all the positions of the location.

39. (Previously Presented) The method of claim 38 which includes randomly shuffling the set of prizes so that the next outcome is selected from a new distribution of prizes about the positions of the location.

40. (Currently Amended) A gaming machine system which includes a plurality of gaming machines, each of the gaming machines including a first display and a second display, and includes a remote display common to the plurality of gaming machines, each gaming machine providing a base game that is played according to a random selection process, the base game involving the award of a prize on the occurrence of a winning event during play of the base game, each gaming machine further providing a feature game that is common to the plurality of gaming machines, wherein during play of the feature game on a said gaming machine:

images are caused to be displayed on the base ~~primary~~ game representing a plurality of choices available to a player in the feature game, the gaming machine including a selector allowing the player to select one of the plurality of choices; and

following selection of one of the plurality of choices, a sequence of images is displayed on the first display that represent the result of the selection made using the selector, the sequence of images representing that the selection affects the outcome of the feature game, at least a portion of the sequence of images displayed on the first display is duplicated on the remote display, and the second display shows an enlarged representation of at least a portion of the sequence of images displayed on the first display.

41. (Previously Presented) The gaming machine system of claim 40, wherein during play of the feature game on the gaming machine images are caused to be displayed on the first display representing a second plurality of choices available to a player in the feature game, the gaming machine including a selector allowing the player to select one of the plurality of choices, wherein the second plurality of choices are customisations of the sequence of images on at least one of the displays that do not have an effect on, and are not represented as affecting, the outcome of the feature game.

42 – 45. (Cancelled)